PATENT APPLICATION FEE DETERMINATION RECORD Effective October 1, 2003

Application or Docket Number

10813842

CLAIMS AS FILED - PART I (Column 1) (Column 2)							SMALL ENTITY TYPE			OTHER THAN OR SMALL ENTITY		
TOTAL CLAIMS			316		100.0		ŗ	RATE	FEE) 	RATE	FEE
FOR :			NUMBER FILED		NUMB	ER EXTRA	E	BASIC FEE		OB	BASIC FEE	770.00
			011				┢					
TC	TAL CHARGEA	BLE CLAIMS	3/6 minus 20=		296			X\$ 9=	2664	OR	X\$18=	
INE	EPENDENT CL	AIMS	6 minus 3 =		* 3			X43=	129	OR	X86=	
MULTIPLE DEPENDENT CLAIM PRESENT								+145=		OR	+290=	
* If the difference in column 1 is less than zero, enter "0" in					"0" in c	olumn 2	L	TOTAL	3178	OR	TOTAL.	
CLAIMS AS AMENDED - PART II (Column 1) (Column 2) (Column							:	SMALL F	ENTITY	OR	OTHER SMALL	
Г		CLAIMS		HIGH	EST		Г		ADDI-			ADDI-
AMENDMENT A		REMAINING AFTER		NUME PREVIO PAID F	USLY	PRESENT EXTRA	RATE	TIONAL FEE	Ĥ	RATE	TIONAL FEE	
	Total	*	Minus	##	-OR	=		X\$ 9=		OR	X\$18=	
	Independent	*	Minus	***		=		X43=		OR	X86=	Y
۲	FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM									•		
										OR	+290=	
							ΔΓ	TOTAL ODIT. FEE		OR	TOTAL ADDIT. FEE	
•	(Column 1) (Column 2) (Column 3)						~-					
AMENDMENT B		CLAIMS REMAINING		HIGH NUME	EST BER	PRESENT	Γ	RATE	ADDI- TIONAL		RATE	ADDI- TIONAL
		AFTER AMENDMENT		PREVIO PAID I		EXTRA		TVATE	FEE	·	TVIC	FEE
	Total	*	Minus	**		=		X\$ 9=		OR	X\$18=	
	Independent	*	Minus	***	<u> </u>	-	ſ	X43=		OR	X86=	
	FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM							+145=		OR	+290=	
								TOTAL			TOTAL	
			•	Αľ	ODIT. FEE		١٠٠٠	ADDIT. FEE				
AMENDMENT C	`	CLAIMS REMAINING AFTER		HIGH NUMI PREVIO PAID	BER OUSLY	PRESENT EXTRA		RATE	ADDI- TIONAL FEE		RATE	ADDI- TIONAL FEE
	Total	*	Minus	**	FOR	= .		X\$ 9=	1 (-1-	OR	X\$18=	
	Independent	ŧ	Minus	***		=	` -	X43=			X86=	
Ā	FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM						-			OR		
• If the entry in column 1 is less than the entry in column 2, write "0" in column 3.								+145=		OR	+290=	
•	If the "Highest Nu		TOTAL DOIT, FEE	·	OR	ADDIT. FEE						
-	of the Stillehand ble	mber Previously Pa	ald East IN TH	ie eda <i>c</i> e i	le loce this	n 3. enter "J."			propriate bo	x in co	lumn 1	